



## AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Distance Education Applications							
Course Code		BPR156		Couse Level		Short Cycle (Associate's Degree)			
ECTS Credit	5	Workload	125 ( <i>Hours</i> )	Theory	3	Practice	1	Laboratory	0
Objectives of the Course		The aim of this course is to provide students with the basic concepts of distance education, to comprehend the fundamentals of distance education and to make planning-design related to distance education systems and to make evaluations about distance education.							
Course Content		Fundamentals of distance education, definitions, history and concepts: individualization, industrialization, interaction and communication, flexibility, distance education systems, planning and evaluation of distance education systems, distance education research, online course preparation, usability, learning objects and standards, learning management systems							
Work Placement		N/A							
Planned Learning Activities and Teaching Methods				Explanation (Presentation), Demonstration, Discussion, Project Based Study, Individual Study, Problem Solving					
Name of Lecturer(s)									

### Assessment Methods and Criteria

Method	Quantity	Percentage (%)
Midterm Examination	1	40
Final Examination	1	70

### Recommended or Required Reading

1	1. Aggarwal, A. K. (2003). Web-based education: Learning from experience. Hershey, PA: IRM Press.
2	2. Gaouni, C (Ed.) (2004). E-Education applications: Human factors and innovative approaches. USA: Information Science Publications.
3	3. Henrichsen, L. E. (Ed.) (2001). Distance-learning programs: Case studies in TESOL practice series. Alexandria, VA: Teachers of English to Speakers of Other Languages, Inc. (TESOL).

Week	Weekly Detailed Course Contents	
1	Theoretical	Introduction of the course
2	Theoretical	Foundations of distance education. What is distance education? Basic concepts
3	Theoretical	History of distance education. Types of distance education. Features of distance education.
4	Theoretical	Distance education purposes. Distance learning systems.
5	Theoretical	Planning distance education systems.
6	Theoretical	Instructional design for distance education systems.
7	Theoretical	Distance education technologies and applications.
8	Theoretical	Web-based distance learning.
9	Intermediate Exam	Midterm
10	Theoretical	distance education platform implemented in Turkey and various other countries. distance education applications in Turkey. Distance learning applications in various countries of the world.
11	Theoretical	Learning objects and standards. Learning management systems.
12	Theoretical	Moodle learning management system requirements, setup and user roles
13	Theoretical	Moodle learning management system configurations
14	Theoretical	Moodle learning management system material preparation and installation
15	Theoretical	Moodle learning management system material preparation and installation
16	Final Exam	Final exam

### Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	0	3	42
Lecture - Practice	14	0	1	14
Term Project	1	0	32	32
Laboratory	25	0	1	25



Midterm Examination	1	5	1	6
Final Examination	1	5	1	6
Total Workload (Hours)				125
[Total Workload (Hours) / 25*] = ECTS				5
*25 hour workload is accepted as 1 ECTS				

### Learning Outcomes

1	get information about the basic concepts of distance education
2	To understand the basics of distance education
3	To understand the history of distance education
4	To be able to plan distance education systems
5	To be able to design instruction for distance education systems
6	To prepare an online course
7	Knowledge of learning objects and standards
8	To be able to evaluate the features of learning management systems

### Programme Outcomes (Computer Programming)

1	Having knowledge and skills in web project preparation and publishing
2	Having the knowledge and skills necessary for proper use management of database applications
3	Having knowledge and skills for software development, testing and installation
4	Be able to use the hardware necessary for computer programming and solve the basic problems they have with hardware
5	To be able to use information and communication technologies at the level required by computer programming
6	To be able to produce solutions to problems encountered in the field
7	Having the competencies to make job planning in the profession
8	Communicating with colleagues and clients based on knowledge and skills
9	Be able to take responsibility as an individual or as a team member and to fulfill the responsibility
10	To be able to express written and oral expressions related to the study topic
11	Be able to adapt the winning information to new situations

### Contribution of Learning Outcomes to Programme Outcomes 1:Very Low, 2:Low, 3:Medium, 4:High, 5:Very High

	L1	L2	L3	L4	L5	L6	L7	L8
P1	3	2	3	3	2	2	3	3
P2	4	2	3	3	2	2	3	3
P3	4	2	3	3	2	2	3	3
P4	4	2	3	3	3	3	1	1
P5	3	3	4	3	3	3	1	1
P6	3	3	4	3	3	3	1	2
P7	3	3	4	4	2	3	2	2
P8	3	4	3	4	2	2	2	1
P9	4	4	3	3	3	2	1	2
P10	4	2	3	3	3	2	1	2
P11	2	3	3	3	2	2	2	2

